

ECE 376: Binary Clock

Spring 2011 - C

Purpose:

- Learn how to compile and download a program onto your PIC board
- Get some familiarity with loops and timing in C

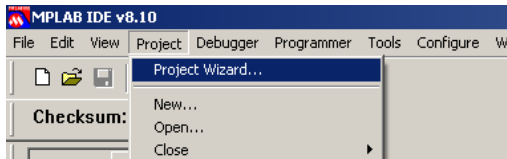
Requirements:

- Display the time on the LEDs on your PIC board as
 - PORTD = seconds
 - PORTC = minutes
 - PORTB = hours

Procedure:

Step 1) Create a directory on your z: drive: z:\ECE376\Lab1. On-line, open the zip file under ECE 376 for Lab #1. Select a program which works and has some features you'll use, such as Clock.zip. Copy all of the files in this zip file into this directory.

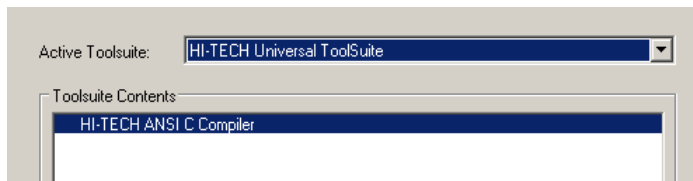
Step 2: Compiling) Start MPLAB. Go to Project Wizard



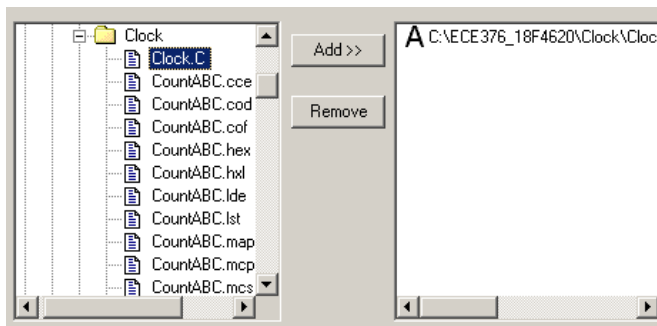
Select PIC18F4620



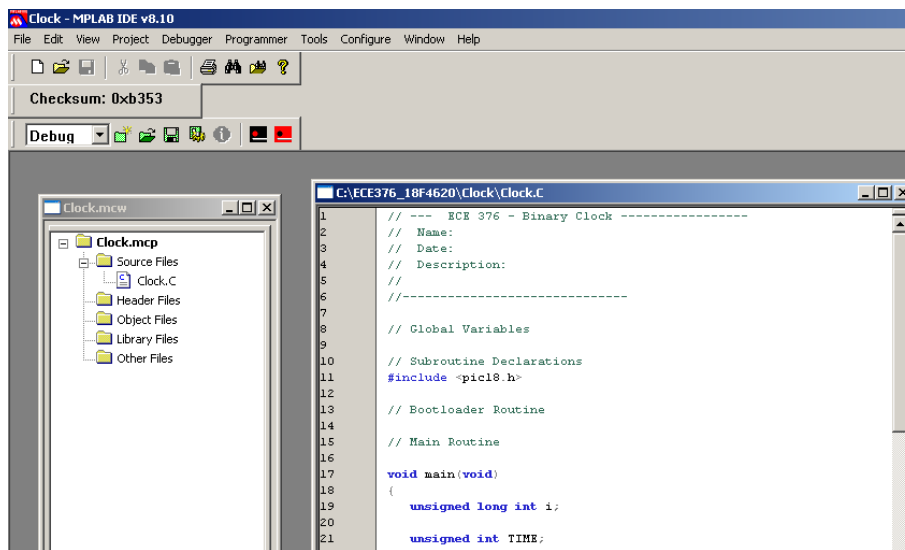
- Universal Tool Suite (the C compiler we're using)



- z:\ECE376\Lab1\Lab1.mcp for your project
- Clock.C for the program to include.

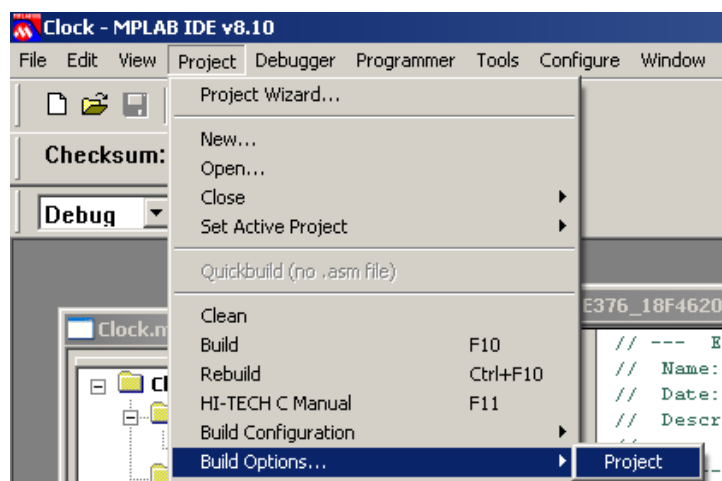


What you should see is the following. The left window is the project you're going to compile. It contains one C program, CLOCK.C. If you close the C program, double click on Clock.C, you can make sure that the file you're editing (on the right) is the file you're compiling. It's pretty annoying if you're editing the wrong file - the compiler won't tell you if you are.

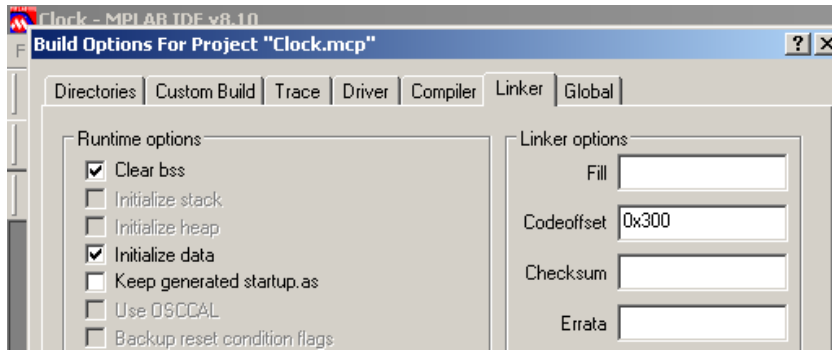


Important: Your code must be offset by 0x300. The low 0x300 spots in memory are the boot loader. If you forget to offset your code and you call a subroutine, your program crashes.

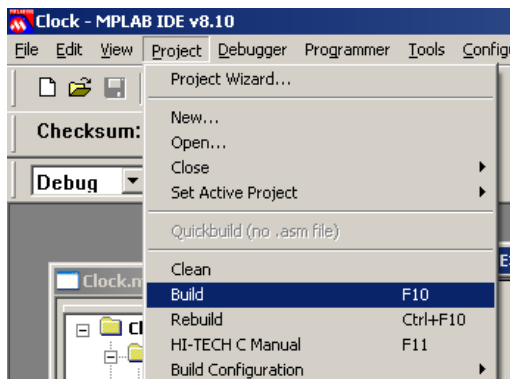
To offset your code, go to Project Build Options



Click on Linker and type in 0x300 into the code offset.

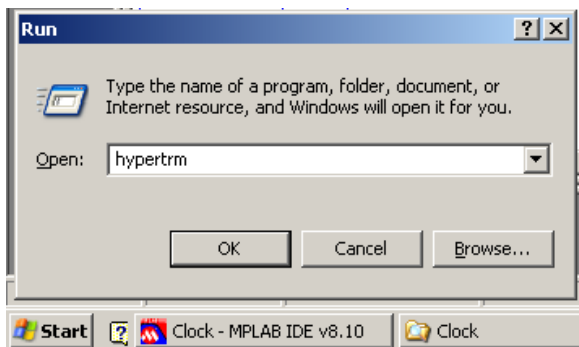


Compile this program (Project Build or control F10).



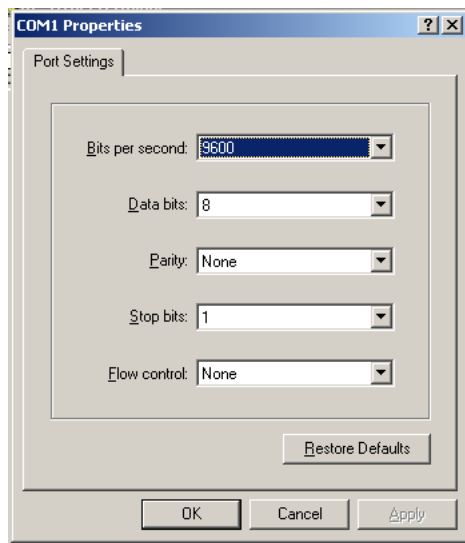
Step 3: Dowlonading a hex file) Start hyperterminal

- in Windows, click on the Start menu, Run, hypertrm



Set up hyperterminal for

- 8 data bits, no parity, 1 stop bit, 9600 baud, no handshaking.



Connect your PIC board to the serial port and turn on hyperterminal. When you press the reset button, you should get the message '321'.

Press reset and hit the return key on the PC before you get to zero. You'll see a prompt.

In hyperterminal, select Transfer Text File and send Lab1.hex. You should see your program running.

Step 4) Bottom Up Programming)

4a) Modify this program so that it counts one tic per second. hint: An oscilloscope helps to get the timing right.

4b) Change the code so that seconds count up to 9 and then goes to zero. When it gets to 9, the minutes should increment. (You might change the wait loop to speed it up a little while you're debugging your code.)

4c) Modify this program so that the minutes count to 9, they go to zero and hours increment by one.

4d) Modify this program so that hours count from 1 to 12 and then go back to 1.

Step 5: Modify your code so that seconds and minutes actually count to 59 (rather than 9).

Writeup: Include

- A flow chart for your final code
- The C listing for your final code
- The size of your final code. (View Program Listing after you compile and you can see where your program is located in memory. It should be at 0x300+)

